

# Prerequisites - Bowman

Program	Comments	Prerequisites
Archery	Archery merit badge open shoot is strongly recommended. Not recommended for first years.	
Architecture	Great for older Scouts.	1(a)(b)
Archaeology	Will be completing req. 2 via mock dig option.	
<b>Art</b>	<b>Very fun, full class not open program.</b>	<b>none - req 6 will be met at artist workshop at neighboring camp.</b>
Astronomy	Scout must attend Astronomy Hike in the evening. Weather permitted and time consuming.	5(b),6(b) - (6b is weather dependent -prior completion recommended)
Camping	Requires studying outside of class/completion of Troop Activities.	7(a)(b),8(c)(d),9(a)(b)
Canoeing	Physical strength is needed. Must pass swimming test on first day	Pass swimmer test
<b>Chemistry</b>	<b>Recommended for S.T.E.M interested scouts.</b>	<b>(none)</b>
Climbing	Taught at Camp Post; limited sizes, Scouts must have tennis shoes.	
Communication	Not recommended for first year scouts. Requires significant time outside of class. Scouts are required to buy envelope and stamp.	8 (possible at camp but must be coordinated through the Troop)
<b>Cooking</b>	<b>Requirement 7 (a-d) complete at home prior. 3,4, and 6 can be done using materials available on camp menu (using food items food service normally provides) but planning for meals separate from camp menu. Requires whole patrol cooperation, Unit leader supervision, and coordination through food service liaison (As dictated by BSA, 2007-2014 requirements may be followed until 2015 when new requirements go into effect, we will be following old requirements until next year)</b>	
Emergency Preparedness	Must have first aid merit badge. Need to bring a personal emergency kit to camp.	1,2(c) must complete with family after camp, 6(c),8( c) bring information from home/bring personal emergency service pack
Environmental Science	Not recommended for first year scouts.	
<b>Fire Safety</b>	<b>Good for Second Year Scouts</b>	<b>6 (a), 11</b>
First Aid	Not recommended for first year scouts.	2 (d) (complete at home - bring to camp)
Fish and Wildlife Management	Scout will need extra time outside of class to complete requirement 6.	5
Fishing	Cooking and cleaning a fish is required.	

Forestry	Requirement 7 will be done in camp only if forester is available.	7
Geology	Comprehensive - good for Older Scouts.	
Kayaking	Good for Older Scouts	Pass swimmer test
Leatherwork	Requires purchase of materials: basketry about \$15, woodcarving/leatherwork about \$10.	
Basketry		
Woodcarving		Toten' Chip, 2 (a)
Lifesaving	Strong swimming skills are required. Long sleeve button-down shirt, pants, belt, and socks are all required.	Pass swimmer test
Music	Great for Older Scouts.	3 (a)or(b)or(c) - choose
Nature	Can be completed at camp but Requirement 4 may take a great deal of time outside of class.	
Oceanography	Not recommended for First Year scouts.	Requires ability to write 500 word paper
Orienteering	Good for Older Scouts.	
Reptile & Amphibian Study	Great for Older Scouts.	8
Rifle Shooting	Time outside of class for shooting is strongly recommended.	
Rowing	Physical strength is needed. Must pass swimming test on first day.	Pass swimmer test
Shotgun Shooting	Time for shooting outside of class likely required. Must be comfortable shooting. Cost \$25-\$40	Not recommend for young scouts - shotguns have kick and qualifying challenging.
Small Boat Sailing	Limited Class sizes - cut off based on age then rank. must pass swim test on first day. Older scouts.	Pass swimmer test
Soil and Water Conservation	Not recommended for first year scouts.	requires ability to write 500 word paper
<b>Sustainability</b>	Good for Older Scouts. This is a family oriented long term badge. We will work with scouts to complete most of the requirements, but tracking of resource usage for one month (1 Water A, Food A, Energy A, and Stuff A), and final meeting wrap up (5a) will need to be completed post camp as this is a family oriented badge. We will give scouts a strong foundation and start, but this badge will need to be completed after camp.	<b>1 (Bring notes from family meeting)</b>
Swimming	Pass swimming test on first day. Long sleeve button-down shirt, pants, belt, shoes (that can get wet) and socks are all required <b>(2014 requirements still followed, new requirements go into effect 01/01/2015).</b>	Pass swimmer test
Theater	Very Exciting	1
Watersports	Limited Class sizes - cut off based on age then rank. must pass swim test on first day. Older scouts.	
Weather	Very Fun	8
Wilderness Survival	Overnighter required	